The Ultimate DOOM™ Addendum

Welcome to DOOM™. Before playing, you'll need to read the DOOM manual and this addendum which contains information for playing in Multiplayer mode, as well as technical support and troubleshooting instructions. Because DOOM is being upgraded when necessary, you'll also want to refer to the README.EXE file in your DOOM directory for information on the latest updates to DOOM. To view the README file go to your DOOM directory type README, and press the ENTER key.

SYSTEM REQUIREMENTS

DOOM requires an IBM compatible computer with a minimum of a 386 processor with 4 megs of RAM; a VGA graphics card, and a hard disk drive. A Sound Blaster Pro™ or 100% compatible sound card is recommended. A network that uses the IPX protocol is required for network gameplay. A modem that can be set to 9600 baud is required for modem gameplay.

DOOM is developed to run (properly) on a 486 or better with 8 megs of RAM. If you have less than the intended design requirements, or are running DOOM on a 386 system,you may experience some slowdown, or moments in the game where the animation "stutters."

To improve DOOM's speed on your system you can reduce the screen size, use Low Detail, or run DOOM with no memory managers or unnecessary TSR's. Please refer to your manual and this addendum for futher details.

If you have the CD version of DOOM, we suggest that you install it to your hard disk before playing. Speed problems on marginal systems increase when running DOOM directly from your CD.

INSTALLING DOOM FROM 3.5" DISKS

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking **File** in the top left hand corner of your Program Manager and then clicking on **Exit Windows**...Click on **OK** to fully exit Windows.

DOOM is too large to run from a floppy disk, so before playing you must first install DOOM to your hard drive. To install DOOM, follow these steps:
1. Make a back up copy of your original disks.
2. Put disk #1 in your floppy drive.
3. Type **A: [Enter]** If your floppy drive is not the A: drive then type **B: [Enter]**
4. Type **install [Enter]**
5. Type **C** Assuming that your hard drive is your C: drive. If your Hard drive is not the C: drive, substitute the appropriate letter.
6. Press **[Enter]** This creates a directory for DOOM (The Default is DOOM_SE).
7. If it asks to create a directory, press **Y**.

The program will install DOOM to your hard drive, then it will automatically run the SETUP program, which will ask you some questions about your computer. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing the Enter key. At the end of the SETUP program you may start the game by selecting "Save Paramaters and Launch DOOM" from the SETUP menu and pressing the Enter key.

Once DOOM is configured properly, start DOOM by typing:
1. **CD\DOOM_SE [Enter]**
2. **DOOM [Enter]**

INSTALLING DOOM FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking **File** in the top left hand corner of your Program Manager and then clicking on **Exit Windows**...Click on **OK** to fully exit Windows.

1. Put the DOOM CD in your CD ROM drive.
2. Type **D: [Enter]** Assuming that your CD ROM drive is your D: drive. If your CD ROM drive is not the D: drive, substitute the appropriate letter.
3. Type **install [Enter]**
4. Type **C** Assuming that your hard drive is your C: drive. If your hard drive is not the C: drive, substitute the appropriate letter.
5. Press **[Enter]** This creates a directory for DOOM (The Default is DOOM_SE)
6. If it asks to create a directory, press **Y**.

The program will install DOOM to your hard drive, then it will automatically run the SETUP program, which will ask you some questions about your computer. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing the Enter key. At the end of the SETUP program you may start the game by selecting "Save Paramaters and Launch DOOM" from the SETUP menu and pressing the Enter key.

Once DOOM is configured properly, start DOOM by typing:
1. **CD\DOOM_SE [Enter]**
2. **DOOM [Enter]**

RUNNING DOOM DIRECTLY FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking **File** in the top left hand corner of your Program Manager and then clicking on **Exit Windows**...Click on **OK** to fully exit Windows.

1. Put the DOOM CD in your CD ROM drive.
2. Type **D: [Enter]** Assuming that your CD ROM drive is your D: drive. If your CD ROM drive is not the D: drive, substitute the appropriate letter.
3. Type **CD\DOOMCD [Enter]**
4. If this is the first time you are running DOOM directly from the CD you will need to type **SETUP [Enter]**. This allows you to configure DOOM for your computer. After answering the on-screen instructions press, the Esc key, and then save your settings and exit to DOS.
5. To play the game now type **DOOM [Enter]**.
6. After exiting the game, to play again from the CD, follow instructions 1, 2, 3, and 5.

NOTE: When you Play DOOM from your CD, it creates subdirectory on your hard disk drive called DOOMDATA. This subdirectory holds the configuration file that tells DOOM the proper settings for your computer, and also holds all of your save game files.

MULTIPLAYER ADDENDUM

GETTING STARTED

Assuming you have installed DOOM as described in the DOOM manual and the addendum you should be ready to start the multiplayer game. First run the SETUP program by going to the directory in which you installed DOOM by typing **CD\DOOM_SE [Enter]**. If you are installing DOOM for the first time the SETUP program will automatically be launched. The SETUP program not only allows you to configure DOOM to your system, but lets you tell DOOM information such as the number of players, skill level, mode, etc., that is necessary for the multiplayer game, The SETUP program is simple to use, providing context sensitive help at the bottom of the screen.

NUMBER OF PLAYERS: A maximum of four people can play multiplayer DOOM on a network. A maximum of two players can play multiplayer DOOM via modem or null-modem.

VERY IMPORTANT: If you're using a modem, you will most likely need to edit the MODEM.CFG file in the DOOM directory. Your modem will need to be set at 9600 baud, with error-correction and data-compression turned off. Please refer to the README file in your DOOM directory for further details. Please be sure that you have selected your modem from the list of modems in the "Choose your Modem" section of the DOOM setup program before making any attempt to play a two player game over the modem.

MULTIPLE GAMES ON THE NET: To play a multiplayer game over your network while another group is also playing a multiplayer game, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information that is sent over the network. Network ports range from 1 to 64000. You should refer to the person in charge of your network for available ports.

MULTIPLAYER INSTRUCTIONS

Many of the rules for playing DOOM change for the multiplayer game. Read the following information carefully before you begin to play DOOM in multiplayer mode.

MENUS: When you activate the Options menu or submenus, the game KEEPS RUNNING so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sound volumes.

UNPAUSE: A player may Pause the game by pressing the PAUSE key, but any other player can Unpause the game by pressing the PAUSE key again. Make sure it's OK with your buddies before taking a breather.

SAVE: When you save a multiplayer game, DOOM saves the game on every player's system in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe save game slot.

LOAD: You cannot load a saved game while playing a multiplayer game. To load a game everyone must quit from the current game and restart the game from the saved game. To start a game from a saved game, you can either select it from the SETUP program or identify it as a command line parameter.

WEAPONS: When a player runs over a weapon, he picks it up, but the weapon remains in the game for other players to take.
Note: *Shotguns dropped by former human sergeants are removed from the game after being picked up.*

DEATH: If you die and restart in the level, previously taken items and destroyed monsters DON'T reappear. Even though you've died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. This also means the level will eventually run dry of monsters and ammunition. You can avoid this by selecting the Nightmare skill level. Monsters will then respawn after they've been smacked down. You can also use the command line parameter "-respawn" to force DOOM to revive destroyed monsters in any difficulty level. Refer to the README file for further details regarding command line parameters.

TELEPORTERS: When a player enters a teleporter, anything that is standing on his or her destination teleporter will be destroyed. This is called telefragging. This humiliating form of death is second in shame only to being bludgeoned to death by your opponents knuckles. It can be avoided by getting off the teleporter as quickly as possible.

UNIFORM COLORS: In net games, each player's uniform is a different color. The color of your character is the color behind your face on the status bar. The colors are BROWN, INDIGO (black), GREEN, and RED.

CHAT MODE: In a multiplayer game you can communicate with other players in the Chat mode. To enter into Chat mode and broadcast a message to all the players, press the letter "T". A cursor will appear in the top left corner of the screen. Type your message and press the ENTER key to send it. To broadcast to a specific player, instead of pressing "T" you'll need to press the first letter of the player's color. (B)rown, (I)ndigo, (G)reen, and (R)ed.

CHAT MACROS: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program under the menu selection, Run Network/Modem/Serial Game) by initiating Chat mode (as stated above), then holding ALT and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!", initiate Chat mode by pressing "T", then hold down ALT and press 2.

EXITING A LEVEL: When one player exits a level, all players instantly exit with him, regardless of their position or their status.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play multiplayer: Cooperative and DeathMatch. In Cooperative mode the players work together. In DeathMatch mode your mission is to kill everything that moves, including your buddies. You can choose which mode you wish to play from the SETUP application. The differences between Cooperative and DeathMatch mode are as follows:

WHERE YOU START: In Cooperative mode each player begins in the same area. In DeathMatch mode the players begin in completely different areas and if you want to see your buddy, you'll need to hunt him down. And to make the hunt more interesting each time you die you'll restart in one of several random locations.

KEYS: In DeathMatch mode the players start each location with the keys necessary for opening any locked door in that area.

STATUS BAR: In DeathMatch mode the ARMS section on the status bar is replaced with FRAG, indicating the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap works the same way it does in single-player mode. Each player is represented by a different color arrow. In DeathMatch mode you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner, and you won't know until you face them.

SPY MODE: If you're playing in Cooperative mode, press F12 to toggle through the other players' viewpoint(s). Press any other key to return to your view. You still retain your own status bar at the bottom, and if your view reddens from pain it is YOU, not your partner, who has been hit.

INTERMISSION SCREENS: In both Cooperative and DeathMatch mode the intermission screen tallies your achievement. In Cooperative mode the intermission screen lists the achievements for all players in the game. In DeathMatch mode the intermission provides a death count on everyone, letting you know who killed whom.

DEATHMATCH MODE GAMEPLAY NOTES

The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all the players to move to the next area. Also, there is no limit on how many kills are required to declare a player the winner. We decided to leave this up to you.

RUNNING DOOM FROM THE COMMAND LINE

Much of the information you give to DOOM through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line. For details on running DOOM from the command line refer to the README.EXE file in your DOOM directory.

TROUBLESHOOTING ADDENDUM

If you require technical assistance to run DOOM, call GT Interactive Software's Technical Support Line at (970) 522-1797, or if you have access to any of the on-line services and can send Internet mail, you can send a message to HELP@IDSOFTWARE.COM. If possible, please be near your computer when calling, and have as much information regarding your system setup and configuration as possible with you, as well as detailed information about where you are encountering a problem or any messages you receive on the screen.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup can be dangerous and we cannot help you with any resulting problems.

When DOOM runs, I get an "Insufficient Memory" error, or DOOM just doesn't run.
You don't have enough free RAM to run DOOM. This usually happens with 4Mb RAM machines - you need about 3.7Mb of free RAM to run DOOM. If you have DOS 6.0 or later, boot your system and hold the left SHIFT key as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the DOOM directory and run DOOM. Your best bet is to make a CONFIG.SYS menu for a custom DOOM boot - see page 97 in your MS-DOS 6.0 User's Manual. If you have DOS 5.0 or earlier, you must create a bare boot disk
Note: Do not use memory managers like EMM386, QEMM, etc. Do not use disk caching programs like SMARTDRV, etc.

I get a "WRITE ERROR" while DOOM is decompressing.
If you are using a disk compression program such as STACKER™ or DOUBLESPACE™ it may be incorrectly estimating your remaining disk space. The easiest solution is to make more room on your hard disk drive by deleting some programs which are no longer needed.

The Windows™ SETUP program runs after installation.
DOOM did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

My Gravis Ultra Sound™ sound card doesn't work.
The default IRQ for a GUS is 11. DOOM doesn't handle IRQ's above 7. Change this with your GUS setup program.

I can't get digital sound from my Sound Blaster™ compatible sound card.
You are experiencing a DMA conflict. You may have a CD ROM or hard drive on the same DMA channel that you specified in DOOM's SETUP program. Change the DMA channel of the sound card or offending device.
DOOM locks up.
You need to turn "Hidden Refresh" off in your CMOS Advanced Chipset settings. If you're using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off Hardware Video Shadowing (also found in CMOS settings.)

I'm trying to set up a modem game, but my modem does not appear in the list of modems in the setup program.
If your modem does not appear in the list, you can try selecting a compatible modem. However, if that does not work, then you should contact your modem manufacturer for an initialization string that turns off any Data Compression, Error Correction and Flow Control your modem may be using. Then, to let DOOM use the new string, edit the modem.cfg file in the DOOM_SE directory, and replace the first line of that file with the one you received from your modem company. If you are unsure about how to do this, look for instructions in your DOS manual.

I was playing DOOM, but always after a specific amount of time my screen goes black. I can still hear the music and sound effects in the background.
Some computers use a special Power Management or Energy saving system that blacks out the monitor, normally after a pre-set period of inactivity. If you have such a system you should refer to your computer manual or contact your computer company to help you disable this feature, since this most likely is causing the problem.

I seem to have installed DOOM ok, but it always locks up when it gets to I_Startup Timer...
You probably have Windows running in the background. Restart your computer and make sure that you exit Windows entirely before you attempt to play DOOM, since this is a DOS game.

I hear static when listening to DOOM with my Sound Blaster™ (or 100% Compatible) card.
You should refer to your sound card manual for instructions on how to lower the Mic and Line volumes to 0 (zero), usually through the mixer program that came with your sound card.

I still hear static, or my sound effects are breaking up.
Disconnect any parallel port devices. (Sound cards, to work with DOOM, must use IRQ5 or IRQ7, which are used by LPT2 and LTP1 - where printers are connected.)

I can't get sound on my ATI™ Stereo FX card.
Contact ATI for a BIOS upgrade.

DOOM is too dark to see anything.
On some monitors, DOOM may be too dark to play. Press F11 to lighten the screen through five stages of brightness.

Why can't I get music or sound effects.
If you're not hearing sound effects and/or music, DOOM may have incorrect information regarding your sound card. Run the SETUP program to check if DOOM has the correct information on your sound card. DOOM only supports IRQ channels which are 7 or below. Be sure you set your sound card to an IRQ number which is 7 or below. Refer to your sound card manual for details on setting your IRQ channel. This is particularly important for Gravis Ultra Sound` users because the standard default for the GUS card is 11.

The DOS setting can be found in the file README.EXE in your DOOM directory.

During startup, the DOOM startup stops at "looking for player..."
This occurs when you enter a number of players greater than the amount of players actually entering the game. For example, if you only have three players playing but you tell DOOM to expect four players, it will wait until the fourth player starts the game. Press ESC to exit and restart the game with the correct number of players.

I'm receiving the error, "IPX NETWORK NOT DETECTED."
Currently, DOOM only supports a network that uses the IPX protocol. If you receive this message, check your network manual to ensure your network uses the IPX protocol.

I've received the message, "CONSISTENCY FAILURE" while running DOOM.
If you receive this message, something has occurred which caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all the players must quit from DOOM and restart the game.

I've received the message, "DIFFERENT VERSIONS OF DOOM CANNOT PLAY A NET GAME."
To improve DOOM, id updates it when necessary. You cannot play a multiplayer game with someone who is using a different version of DOOM.

Why can't I get DOOM to run as a multiplayer game?
If someone else is running DOOM in Multiplayer mode you may receive a network port conflict. From the SETUP program, change DOOM to run under a different port. Consult with the person in charge of your network to receive a valid port address.

Why isn't the animation smooth?
If the animation isn't running smoothly on your system you should try reducing the window size and/or play DOOM in LOW DETAIL mode. Refer to your DOOM manual for instructions on these options.

Why doesn't my mouse work with DOOM?
If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing MOUSE and pressing ENTER at the command prompt.

Why can't I find a plasma rifle, BFG 9000, Berserk power-up, or Invulnerability power-up?
Unless you are playing Episode 2, 3 or 4 you will not be able to find any of the above items.

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